AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions, and listings, in this application.

1. (Currently Amended) ~~A storage medium storing a game sound control program for a~~ In a computer controlled game apparatus which ~~comprises an operating means for~~ includes a mechanism for inputting game operating information by a human player~~[[;]]~~, ~~an object storing means~~ a memory for storing data for displaying objects constituting a game image~~[[;]]~~, an image display control ~~means~~ for displaying the game image including at least two of said objects based on said operating information, said at least two objects constituting said game image each being a sound object that produces a sound~~[[;]]~~, a waveform data storage memory ~~storing means~~ for storing ~~at least~~ one or more sets ~~kind~~ of waveform data corresponding to ~~the sound~~ one or more sounds produced by [[the]] one ore more sound ~~object;~~ objects, a sound producing position ~~storing means~~ storage memory for storing sound producing position data indicating a producing position of the sound for each said sound object~~[[;]]~~, and a microphone data ~~storing means~~ storage memory for storing microphone data including sound collecting position data indicating a position at which [[the]] a sound is to be collected ~~at least~~ during [[the]] game play, [[said]] a computer game sound control program product embodied on a computer-readable medium for distribution and/or storage on a computer controlled game apparatus, comprising:

~~a sound volume data calculating program for calculating~~ program instruction means for computing sound volume data of [[the]] sounds respectively produced by said sound objects based on both said sound producing position data and said microphone data;

~~a sound volume component dividing~~ program instruction means for dividing the sound volume data ~~calculated by said sound volume data calculating program into said~~ into sound volume component data [[of]] corresponding to at least two directions;

~~an object classifying~~ program instruction means for classifying, out of all said sound objects, the sound objects which produce an ~~object producing the same~~ identical sound; and

~~a sound outputting~~ program instruction means for extracting [[the]] a maximum

- 18 -

979246

sound volume component ~~data for said each component of at least~~ of said component data corresponding to two directions ~~regarding said~~ associated with a sound object producing [[the]] said same sound[[,]] and outputting the sound based on the waveform data of the object and said maximum sound volume component data of each component.

2. (Currently Amended) A ~~storage medium storing a~~ computer game sound control program product according to claim 1, ~~wherein~~ further comprising:
~~said sound outputting program includes a~~ sound producing program instructions for ~~calculating~~ computing localization data and the sound volume data of the sound to be output based on said maximum sound volume component data.

3. (Currently Amended) A ~~storage medium storing a~~ computer game sound control program product according to claim 1, wherein
said microphone data further includes sound-collection direction data indicating a direction from which the sound is to be collected during the game, and
said program instruction means for dividing sound volume ~~component dividing program~~ data divides, based on said sound producing position data and said sound-collection direction data, the sound volume data of [[said]] a sound object into right sound volume data, left sound volume data, and surround sound volume data.

4. (Currently Amended) A ~~storage medium storing a~~ computer game sound control program product according to claim 3, further comprising
[[an]] object sound localization ~~calculating program for calculating~~ calculation instruction means for computing a localization of one sound based on the sounds of at least said two sound objects from said sound producing position data and said microphone data; wherein
said program instruction means for dividing sound volume ~~component dividing program~~ data divides said sound volume data of [[said]] sound object into the right sound volume data, the left sound volume data, and the surround sound volume data based on the localization of the sound calculated by said object sound localization

- 19 -

979246

calculating program.

5. (Currently Amended) A ~~storage medium storing a~~ computer game sound control program product according to claim 3, wherein

said sound producing position data includes position data of a sound object represented by one coordinate data, and position data of the sound object having rail data defined by at least two coordinate data; further comprising

[[a]] near coordinate calculating program instruction means for calculating coordinate data existing on a line connecting the coordinates indicating said rail data and most close to said sound collecting position data regarding the sound object having said rail data; wherein

said program instruction means for computing sound volume data ~~calculating program calculates~~ computes the sound volume data of the sound object on the basis of the coordinate data ~~calculated~~ computed by said near coordinate calculating program instruction means and said sound volume position data when ~~calculating~~ computing the sound volume data of the sound object having said rail data,

said program instruction means for dividing sound volume component ~~dividing program~~ component data divides the sound volume data on the basis of the coordinate data ~~calculated~~ computed by said near coordinate calculating program instruction means and said sound collecting position data, into the right sound volume data, the left sound volume data, and the surround sound volume data.

6. (Currently Amended) ~~A game sound control method of~~ In a game apparatus [[which]] that comprises ~~an operating means for~~ a CPU, a mechanism for inputting game operating information, ~~by a player; an object storing means for storing~~ a memory for storing data for displaying objects constituting a game image[[;]], ~~an image display control means for displaying the~~ said game image ~~including said at least two~~ comprising one or more game objects based on said operating information[[, said]] wherein at least two of said game objects constituting said game image [[being]] are sound objects that produce a sound during game play[[;]], a memory for storing waveform data ~~storing means for storing at least one kind of waveform data~~ corresponding to ~~the sound~~

- 20 -

979246

sounds produced by [[the]] <u>one or more</u> sound <s>object</s> <u>objects</u>[[;]], <u>a memory for storing</u> sound producing position <s>storing means for storing sound producing position</s> data indicating a producing position of [[the]] sound for <s>each said</s> <u>a</u> sound object[[;]], and a <u>memory for storing</u> microphone data <s>storing means for storing microphone data including</s> <u>comprising</u> sound collecting position data <u>for</u> indicating a position at which [[the]] <u>a</u> sound is to be collected <s>at least</s> during [[the]] game <u>play, a method for generating game sounds</u>, comprising <u>the steps performed by said CPU, of:</u> <s>following steps of:</s>

(a) <s>calculating</s> <u>computing</u> sound volume data of [[the]] sounds respectively generated by said sound objects on the basis of both said sound producing position data and said microphone data;

(b) dividing the sound volume data <s>calculated</s> <u>computed</u> by said step (a) into said sound volume component data [[of]] <u>corresponding to</u> at least two <u>different</u> directions;

(c) <s>classifying</s> <u>identifying</u>, out of all said sound objects, <s>the object</s> <u>objects</u> producing the same sound; and

(d) extracting [[the]] <u>a</u> maximum sound volume component data for each component of said at least two directions <s>regarding</s> <u>associated with each</u> said object producing the same sound, and outputting the sound based on the waveform data <s>of the object and</s> <u>corresponding to said objects producing the game sound and</u> the maximum sound volume component data of said each component.

7. (Currently Amended) A <u>method for generating</u> game sound <s>control method</s> according to claim 6, wherein

said <u>extracting</u> step [[(d)]] includes <s>a step (d-1) for calculating</s> <u>computing</u> localization data and sound volume data of the sound output based on said maximum sound volume component data.

8. (Currently Amended) A <u>method for generating</u> game sound <s>control method</s> according to claim 6, wherein

said microphone data further includes sound-collection direction data indicating a direction at which the sound is collected during [[the]] game <u>play,</u>

said <u>dividing</u> step [[(b)]] divides the sound volume data of said sound object volume from said sound producing position data and said sound-collection direction data into right sound volume data, left sound volume data, and surround sound volume data.

9. (Currently Amended) A <u>method for generating</u> game sound ~~control method~~ according to claim 8, further comprising ~~a step of~~:

(e) ~~calculating~~ <u>computing</u> a localization of one sound from said sound producing position data and said microphone data based on the sound of said ~~at least two~~ sound objects; wherein

said <u>dividing</u> step [[(b)]] divides said sound volume data of said sound object volume based on <u>a computed</u> [[the]] localization ~~of the sound calculated by said step (e)~~ into the right sound volume data, the left sound volume data, and the surround sound volume data.

10. (Currently Amended) A <u>method for generating</u> game sound ~~control method~~ according to claim 8, wherein

said sound producing position data includes rail data sound source position data represented by point sound source position data represented by one coordinate data, and the rail data defined by at least two coordinate data; further comprising a step of:

(f) ~~calculating~~ <u>computing</u> coordinate data of a location most close to said sound collecting position data regarding the sound object having said rail data existing on a line connecting coordinates indicating said rail data; wherein

said <u>computing</u> step ~~(a) calculates~~ <u>computes</u> the sound volume data of the sound object from [[the]] <u>computed</u> coordinate data ~~calculated by said step (f)~~ and said sound volume position data when ~~calculating~~ <u>computing</u> the sound volume data of [[the]] <u>a</u> sound object having said rail data,<u> and</u>

said <u>dividing</u> step [[(b)]] divides the sound volume data into [[the]] right sound volume data, [[the]] left sound volume data, and [[the]] surround sound volume data, respectively, on the basis of [[the]] coordinate data calculated by said near coordinate ~~calculating program~~ <u>calculation instructions</u> and said sound collecting position data.

11. (Currently Amended) A ~~video~~ game apparatus <u>capable of displaying a plurality of game objects and producing sounds associated with a plurality of sound generating objects,</u> ~~that comprises an operating means for inputting operating information by a player, and is constructed to proceed a game according to an operation of the operating means, display a game screen including at least two objects, and produce a sound related to the game screen,~~ comprising:

~~said at least two objects being sound objects which generate a sound, and a waveform data storing means for storing at least one kind of~~ <u>a storage memory for storing sound</u> waveform data corresponding to [[the]] sounds ~~produced by the~~ <u>associated with a plurality of</u> sound <u>generating</u> objects;

~~a sound producing position data storing means~~ <u>a storage memory</u> for storing sound producing position data indicating a producing position of the sound for each said sound <u>generating</u> object;

~~a microphone data storing means~~ <u>a storage memory</u> for storing microphone data including sound collecting position data <u>for</u> indicating ~~a position~~ <u>one or more positions</u> at which [[the]] sound is [[to be]] collected ~~at least~~ during [[the]] game <u>play</u>;

a sound volume ~~calculating means for calculating the~~ <u>calculator wherein</u> sound volume data <u>for one or more</u> ~~of the sounds by the~~ sound <u>generating</u> objects <u>is computed</u> based on said sound producing position data[[,]] and said microphone data;

a sound volume component ~~dividing means for dividing~~ <u>dividor wherein</u> the sound volume data ~~calculated~~ <u>computed</u> by said sound volume data ~~calculating means~~ <u>calculator is resolved</u> into sound volume component data ~~of at least two~~ <u>corresponding to two or more</u> directions;

a sound ~~outputting means for outputting the sound~~ based <u>output mechanism which outputs audio sounds</u> on said waveform data and said sound volume component data;

[[an]] <u>a sound generating</u> object ~~classifying means for classifying~~ <u>classify or that identifies,</u> out of all said sound objects, ~~the object that produces~~ <u>which sound generating objects produce</u> the same sound; and

a sound ~~controlling means extracting~~ <u>volume component extractor which resolves</u> <u>a</u> maximum sound volume component data [[into]] each component of said ~~at least~~ two

or more directions ~~regarding the~~ associated with each object that produces said same sound[[,]] and ~~transferring to said sound outputting means~~ provides the waveform data of the sound generating object and the maximum sound volume component data of said each component to the sound output mechanism.

12. (Currently Amended) A video game apparatus according to claim 11, wherein said sound ~~outputting means~~ output mechanism includes a sound volume ~~calculating means for calculating~~ calculator for computing the localization data and the sound volume data of the sound output based on said maximum sound volume component data.

13. (Currently Amended) A video game apparatus according to claim 11, wherein said microphone data further includes the sound collecting direction data indicating a direction at which the sound is to be collected during [[the]] game play,

said sound volume component ~~dividing means~~ dividor divides the sound volume data of said sound object from said sound producing position data and said sound-collection direction data into right sound volume data, left sound volume data, and surround sound volume data.

14. (Currently Amended) A video game apparatus according to claim 13, further comprising

an object sound ~~localization calculating program for calculating~~ localizer which computes a localization of [[one]] a sound based on the sound of ~~at least said~~ two or more sound objects from said sound producing position data and said microphone data; wherein

said sound volume component ~~dividing program~~ dividor divides said sound volume data of said sound object based on [[the]] a computed localization of the sound ~~calculated by said object sound localization calculating program~~ into the right sound volume data, the left sound volume data, and the surround sound volume data.

15. (Currently Amended) A video game apparatus according to claim 13, wherein

- 24 -

said sound producing position data includes position data of a sound object having rail data represented by sound object position data represented by [[one]] single coordinate data[[,]] and rail data represented by ~~the rail data defined by at least two~~ multiple coordinate data; further comprising

a near coordinate calculating ~~means for calculating~~ mechanism for computing the coordinate data existing on a line connecting coordinates indicating said rail data, and in a position most close to said sound collecting position data stored in said microphone data storing means regarding the sound object having said rail data; wherein

said sound volume data ~~calculating means calculates~~ calculator computes the sound volume data of the sound object on the basis of the coordinate data ~~calculated by~~ computed by said near coordinate ~~calculating means~~ calculator and said sound volume position data when ~~calculating~~ computing the sound volume data of the sound object having said rail data,

said sound volume component ~~dividing means~~ dividor divides the sound volume data on the basis of the coordinate data ~~calculated~~ computed by said near coordinate ~~calculating means~~ calculator and said sound collecting position data into the right sound volume data, the left sound volume data, and the surround sound volume data.

16. (New) A method for producing sounds associated with a plurality of displayable objects in a video game apparatus, comprising:

storing sound waveforms data;

storing sound production position data;

storing sound collection position data;

associating sound waveform data with one or more displayable objects;

computing sound volume data for two or more sound generating displayable objects based on the sound producing position data and the sound collection position data;

resolving sound volume data for said two or more sound generating displayable objects into sound component data comprising two or more directional components; and

outputting sound data for two or more of said displayable objects based on waveform data associated with each said displayable object and one or more directional components of computed sound volume data of said displayable objects;

wherein said video game apparatus includes and/or accepts memory storage devices for storing sound related data and a processor for computing and resolving sound volume data.

17. (New) The method of claim 16 further comprising:

identifying sound generating objects, out of said plurality of sound generating objects, that are associated with a same sound waveform;

selecting volume component data corresponding to the maximum directional components of said sound volume component of each of said plurality of sound generating object; and

associating selected maximum sound volume component with corresponding waveform data for each of said plurality of objects.